IN THE CLAIMS:

Claims 1-14 (Cancelled).

15. (Previously Presented) A memory medium comprising program instructions for creating a graphical data flow program, wherein the program instructions operate in a computer including a display and a user input device, wherein the program instructions are executable to implement:

displaying on a display a graphical data flow program, wherein the graphical data flow program comprises a plurality of interconnected nodes which visually indicate functionality of the graphical data flow program, wherein the plurality of interconnected nodes are connected by lines which represent flow of data among the nodes;

displaying on the screen a first node in the graphical data flow program in response to user input;

configuring the first node with information regarding a first method of a first object, wherein said configuring the first node comprises:

receiving first user input selecting a first class from a set of classes, wherein the first object is operable to be instantiated from the first class, wherein the first class includes one or more methods;

receiving second user input selecting the first method from the one or more methods;

wherein the first node is operable to invoke the first method of the first object during execution of the graphical data flow program.

Claim 16 (Cancelled).

17. (Previously Presented) The memory medium of claim 15, wherein the program instructions are further executable to implement:

constructing execution instructions in response to the graphical data flow program, wherein the execution instructions are operable to instantiate the first object from the first class and invoke the first method of the first object.

3

18. (Previously Presented)   The memory medium of claim 17, wherein the program instructions are further executable to implement:

executing said execution instructions, wherein the first node invokes the first method of the first object during said executing.

19. (Previously Presented)   The memory medium of claim 15, wherein the program instructions are further executable to implement:

displaying the set of classes on the display;

wherein the first user input comprises graphically selecting the first class from the set of classes.

20. (Previously Presented)   The memory medium of claim 15, wherein the program instructions are further executable to implement:

displaying the one or more methods on the display;

wherein the second user input comprises graphically selecting the first method from the one or more methods.

21. (Previously Presented)   The memory medium of claim 15, wherein the program instructions are executable to implement:

providing type library information, wherein the type library information specifies
        a type library;

querying said type library to determine the set of classes.

22. (Previously Presented) The memory medium of claim 15,

wherein said providing type library information comprises selecting a first type library from a plurality of type libraries in response to user input.

23. (Previously Presented)   The memory medium of claim 22, wherein the program instructions are further executable to implement:

displaying the plurality of type libraries on the display;

4

wherein said providing type library information comprises graphically selecting the first type library from the plurality of type libraries.

24. (Previously Presented) The memory medium of claim 15,

wherein the graphical data flow program is created in a first graphical program development environment;

wherein the first class is created in a different program development environment.

25. (Previously Presented) The memory medium of claim 24,

wherein the first class is created in a text-based program development environment.

26. (Previously Presented) The memory medium of claim 15,

wherein the graphical data flow program is created in a first graphical program development environment;

wherein the first class is not present in the first graphical program development environment.

27. (Previously Presented) The memory medium of claim 15, wherein the program instructions are further executable to implement:

receiving third user input selecting the first node for configuration;

wherein the first and second user input are provided in response to the third user input;

wherein the first and second user input are operable to configure the first node to invoke the first method of the first object.

28. (Previously Presented) The memory medium of claim 27, wherein the program instructions are further executable to implement:

displaying the set of classes on the display in response to the third user input.

29. (Previously Presented) The memory medium of claim 15,

5

wherein the first node is designed to invoke methods of one or more of a plurality of different objects.

30. (Previously Presented) The memory medium of claim 15,
wherein the graphical data flow program performs a measurement function.

31. (Previously Presented) The memory medium of claim 15,
wherein the graphical data flow program operates as a virtual instrument.

32. (Previously Presented) The memory medium of claim 15,
wherein interconnections between nodes in the graphical data flow program indicate that data produced by one node is used by another node.

Claim 33 – 35 (Cancelled).

36. (Previously Presented) A memory medium comprising program instructions for creating a graphical data flow program, wherein the program instructions operate in a computer including a display and a user input device, wherein the program instructions are executable to implement:
displaying on a display a graphical data flow program, wherein the graphical data flow program comprises a plurality of interconnected nodes which visually indicate functionality of the graphical data flow program, wherein the plurality of interconnected nodes are connected by lines which represent flow of data among the nodes;
displaying on the screen a first node in the graphical data flow program in response to user input;
determining a set of classes;
receiving user input selecting a first class from the set of classes, wherein a first object is operable to be instantiated from the first class, wherein the first class includes one or more methods;
receiving user input selecting a first method from the one or more methods; and

wherein the first node is operable to invoke the first method of the first object during execution of the graphical data flow program.

37. (Previously Presented) A memory medium comprising program instructions for creating a graphical data flow program, wherein the program instructions operate in a computer including a display and a user input device, wherein the program instructions are executable to implement:

displaying on a display a graphical data flow program, wherein the graphical data
flow program comprises a plurality of interconnected nodes which
visually indicate functionality of the graphical data flow program, wherein
the plurality of interconnected nodes are connected by lines which
represent flow of data among the nodes;

displaying on the display a first node in the graphical data flow program in response to user input;

providing type library information, wherein the type library information specifies
a type library;

querying said type library to determine a set of classes;

receiving first user input selecting a first class from the set of classes, wherein a first object is operable to be instantiated from the first class, wherein the first class includes one or more methods;

receiving second user input selecting a first method from the one or more methods; and

wherein during execution of the graphical data flow program the first node is operable to invoke the first method of the first object.

38. (Previously Presented) A memory medium comprising program instructions for creating a graphical data flow program, wherein the program instructions operate in a computer including a display and a user input device, wherein the program instructions are executable to implement:

7

displaying on the screen a first node in the graphical data flow program in response to user input;

determining a set of classes;

receiving user input selecting a first class from the set of classes, wherein a first object is operable to be instantiated from the first class, wherein the first class includes one or more methods;

receiving user input selecting a first method from the one or more methods; and

wherein the first node is operable to invoke the first method of the first object during execution of the graphical data flow program.

Claim 39 (Cancelled).

40. (Previously Presented)   A method for creating a graphical data flow program, wherein the method for creating the graphical data flow program operates in a computer including a display and a user input device, the method for creating the graphical data flow program comprising:

displaying on a display a graphical data flow program, wherein the graphical data flow program comprises a plurality of interconnected nodes which visually indicate functionality of the graphical data flow program, wherein the plurality of interconnected nodes are connected by lines which represent flow of data among the nodes;

displaying on the screen a first node in the graphical data flow program in response to user input;

determining a set of classes;

receiving user input selecting a first class from the set of classes, wherein a first object is operable to be instantiated from the first class, wherein the first class includes one or more methods;

receiving user input selecting a first method from the one or more methods; and

wherein the first node is operable to invoke the first method of the first object.

Claim 41 (Cancelled).

8

42. (Previously Presented) A memory medium comprising program instructions for creating a graphical data flow program, wherein the program instructions operate in a computer including a display and a user input device, wherein the program instructions are executable to implement:

displaying on a display a graphical data flow program, wherein the graphical data flow program comprises a plurality of interconnected nodes which visually indicate functionality of the graphical data flow program, wherein the plurality of interconnected nodes are connected by lines which represent flow of data among the nodes;

displaying on the screen a first node in the graphical data flow program in response to user input;

configuring the first node with information regarding a first property of a first object, wherein said configuring the first node comprises:

receiving first user input selecting a first class from a set of classes, wherein the first object is operable to be instantiated from the first class, wherein the first class includes one or more properties;

receiving second user input selecting the first property from the one or more properties;

wherein the first node is operable to get or set the first property of the first object during execution of the graphical data flow program.

Claim 43 (Cancelled).

44. (Previously Presented) The memory medium of claim 42, wherein the program instructions are further executable to implement:

constructing execution instructions in response to the graphical data flow program, wherein the execution instructions are operable to instantiate the first object from the first class and get or set the first property of the first object.

45. (Previously Presented) The memory medium of claim 44, wherein the program instructions are further executable to implement:

9

executing said execution instructions, wherein the first node gets or sets the first property of the first object during said executing.

46. (Previously Presented)   The memory medium of claim 42, wherein the program instructions are further executable to implement:

displaying the set of classes on the display;

wherein the first user input comprises graphically selecting the first class from the set of classes.

47. (Previously Presented)   The memory medium of claim 42, wherein the program instructions are further executable to implement:

displaying the one or more properties on the display;

wherein the second user input comprises graphically selecting the first property from the one or more properties.

48. (Previously Presented)   The memory medium of claim 42, wherein the program instructions are executable to implement:

providing type library information, wherein the type library information specifies
        a type library;

querying said type library to determine the set of classes.

49. (Previously Presented) The memory medium of claim 42,

wherein said providing type library information comprises selecting a first type library from a plurality of type libraries in response to user input.

50. (Previously Presented)   The memory medium of claim 49, wherein the program instructions are further executable to implement:

displaying the plurality of type libraries on the display;

wherein said providing type library information comprises graphically selecting the first type library from the plurality of type libraries.

51. (Previously Presented) The memory medium of claim 42,

wherein the graphical data flow program is created in a first graphical program development environment;

wherein the first class is created in a different program development environment.

52. (Previously Presented) The memory medium of claim 51,

wherein the first class is created in a text-based program development environment.

53. (Previously Presented) The memory medium of claim 42,

wherein the graphical data flow program is created in a first graphical program development environment;

wherein the first class is not present in the first graphical program development environment.

54. (Previously Presented) The memory medium of claim 42, wherein the program instructions are further executable to implement:

receiving third user input selecting the first node for configuration;

wherein the first and second user input are provided in response to the third user input;

wherein the first and second user input are operable to configure the first node to get or set the first property of the first object.

55. (Previously Presented) The memory medium of claim 54, wherein the program instructions are further executable to implement:

displaying the set of classes on the display in response to the third user input.

56. (Previously Presented) The memory medium of claim 42,

wherein the first node is designed to get or set properties of one or more of a plurality of different objects.

11

57. (Previously Presented) The memory medium of claim 42,
wherein the graphical data flow program performs a measurement function.

58. (Previously Presented) The memory medium of claim 42,
wherein the graphical data flow program operates as a virtual instrument.

59. (Previously Presented) The memory medium of claim 42,
wherein interconnections between nodes in the graphical data flow program indicate that data produced by one node is used by another node.

Claims 60 – 62 (Cancelled).

63. (Previously Presented) A memory medium comprising program instructions for creating a graphical data flow program, wherein the program instructions operate in a computer including a display and a user input device, wherein the program instructions are executable to implement:

displaying on a display a graphical data flow program, wherein the graphical data flow program comprises a plurality of interconnected nodes which visually indicate functionality of the graphical data flow program, wherein the plurality of interconnected nodes are connected by lines which represent flow of data among the nodes;

displaying on the screen a first node in the graphical data flow program in response to user input;

determining a set of classes;

receiving user input selecting a first class from the set of classes, wherein a first object is operable to be instantiated from the first class, wherein the first class includes one or more properties;

receiving user input selecting a first property from the one or more properties; and

wherein the first node is operable to get or set the first property of the first object during execution of the graphical data flow program.

12

64. (Previously Presented) A memory medium comprising program instructions for creating a graphical data flow program, wherein the program instructions operate in a computer including a display and a user input device, wherein the program instructions are executable to implement:

displaying on a display a graphical data flow program, wherein the graphical data flow program comprises a plurality of interconnected nodes which visually indicate functionality of the graphical data flow program, wherein the plurality of interconnected nodes are connected by lines which represent flow of data among the nodes;

displaying on the display a first node in the graphical data flow program in response to user input;

providing type library information, wherein the type library information specifies a type library;

querying said type library to determine a set of classes;

receiving first user input selecting a first class from the set of classes, wherein a first object is operable to be instantiated from the first class, wherein the first class includes one or more properties;

receiving second user input selecting a first property from the one or more properties; and

wherein during execution of the graphical data flow program the first node is operable to get or set the first property of the first object.

65. (Previously Presented) A memory medium comprising program instructions for creating a graphical data flow program, wherein the program instructions operate in a computer including a display and a user input device, wherein the program instructions are executable to implement:

displaying on the screen a first node in the graphical data flow program in response to user input;

determining a set of classes;

13

receiving user input selecting a first class from the set of classes, wherein a first object is operable to be instantiated from the first class, wherein the first class includes one or more properties;

receiving user input selecting a first property from the one or more properties; and

wherein the first node is operable to get or set the first property of the first object during execution of the graphical data flow program.

Claim 66 (Cancelled).

67. (Previously Presented) A method for creating a graphical data flow program, wherein the method for creating the graphical data flow program operates in a computer including a display and a user input device, the method for creating the graphical data flow program comprising:

displaying on a display a graphical data flow program, wherein the graphical data flow program comprises a plurality of interconnected nodes which visually indicate functionality of the graphical data flow program, wherein the plurality of interconnected nodes are connected by lines which represent flow of data among the nodes;

displaying on the screen a first node in the graphical data flow program in response to user input;

determining a set of classes;

receiving user input selecting a first class from the set of classes, wherein a first object is operable to be instantiated from the first class, wherein the first class includes one or more properties;

receiving user input selecting a first property from the one or more properties; and

wherein the first node is operable to get or set the first property of the first object.

Claim 68 (Cancelled).

14

69. (Previously Presented) A memory medium comprising program instructions for creating a graphical program, wherein the program instructions operate in a computer including a display and a user input device, wherein the program instructions are executable to implement:

displaying on a display the graphical program, wherein the graphical program comprises a plurality of interconnected nodes which visually indicate functionality of the graphical program;

displaying on the display a first node in the graphical program in response to user input, wherein the first node is configurable by the user to access capabilities of a first object selected by the user;

wherein said configuring the object node comprises:

determining a set of classes;

receiving user input specifying a first class of the set of classes, wherein the first object is instantiated from the first class;

wherein the first node is operable to access the capabilities of the first object during execution of the graphical program.

70. (Previously Presented) The memory medium of claim 69, wherein the program instructions are further executable to implement:

receiving user input specifying the first object of a plurality of possible objects.

71. (Previously Presented) The memory medium of claim 70,

wherein said user input specifying the first object operates to at least partially configure the first node to access the capabilities of the first object during execution of the graphical program.

72. (Previously Presented) The memory medium of claim 70,

wherein said user input comprises a reference to the first object.

15

73. (Previously Presented) The memory medium of claim 70,

wherein said receiving user input specifying the first object comprises selecting the first node and providing information to the first node, wherein the information specifies the first object of a plurality of possible objects.

74. (Previously Presented) The memory medium of claim 70, wherein said receiving user input specifying the first object of a plurality of possible objects comprises:

displaying the plurality of possible objects on the display;

wherein said user input comprises selection of one of said plurality of possible objects displayed on the display.

75. (Previously Presented) The memory medium of claim 70,

wherein said user input specifying the first object comprises user input specifying a first class, wherein the first object is instantiated from the first class.

76. (Previously Presented) The memory medium of claim 75, wherein said receiving user input specifying the first object of a plurality of possible objects comprises:

displaying a plurality of possible classes on the display;

wherein said user input comprises selection of one of said plurality of possible classes displayed on the display.

77. (Previously Presented) The memory medium of claim 69, wherein the program instructions are further executable to implement:

receiving user input specifying a first method of the first object in response to user input;

wherein the first node is operable to invoke the first method of the first object during execution of the graphical program.

78. (Previously Presented)   The memory medium of claim 77, wherein the program instructions are further executable to implement:

displaying one or more methods of the first object on the display;

wherein said receiving user input specifying a first method of the first object comprises graphically selecting the first method from the one or more methods.

79. (Previously Presented)   The memory medium of claim 69, wherein the program instructions are further executable to implement:

receiving user input specifying a first property of the first object in response to user input;

wherein the first node is operable to invoke the first property of the first object during execution of the graphical program.

80. (Previously Presented)   The memory medium of claim 79, wherein the program instructions are further executable to implement:

displaying one or more properties of the first object on the display;

wherein said receiving user input specifying a first property of the first object comprises graphically selecting the first property from the one or more properties.

81. (Previously Presented) The memory medium of claim 69,

wherein the plurality of interconnected nodes are connected by lines which represent flow of data among the nodes

Claim 82 (Cancelled).

83. (Currently Amended) The memory medium of claim 69 82,

wherein the first class includes one or more methods;

wherein the program instructions are further executable to implement:

receiving user input selecting a first method from the one or more methods;

17

wherein the first node is operable to invoke the first method of the first object during execution of the graphical program.

84. (Currently Amended) The memory medium of claim 69 ~~82~~,

wherein the first class includes one or more properties;

wherein the program instructions are further executable to implement:

receiving user input selecting a first property from the one or more properties;

wherein the first node is operable to invoke the first property of the first object during execution of the graphical program.

85. (Currently Amended) The memory medium of claim 69 ~~82~~, wherein the program instructions are executable to implement:

providing type library information, wherein the type library information specifies

a type library;

querying said type library to determine the set of classes.

86. (Previously Presented) The memory medium of claim 85,

wherein said providing type library information comprises selecting a first type library from a plurality of type libraries in response to user input.

87. (Previously Presented) The memory medium of claim 86, wherein the program instructions are further executable to implement:

displaying the plurality of type libraries on the display;

wherein said providing type library information comprises graphically selecting the first type library from the plurality of type libraries.

88. (Currently Amended) The memory medium of claim 69 ~~82~~,

wherein the graphical program is created in a first graphical program development environment;

wherein the first class is not present in the first graphical program development environment.

89.   (Previously Presented)   The memory medium of claim 69, wherein the program instructions are further executable to implement:

constructing execution instructions in response to the graphical program, wherein the execution instructions are operable to access the capabilities of the first object during execution of the graphical program.

90. (Previously Presented) The memory medium of claim 69,

wherein the graphical program is created in a first graphical program development environment;

wherein the first object is not present in the first graphical program development environment.

91. (Previously Presented) The memory medium of claim 69,

wherein the first node is an object node specifically designed to access capabilities of software objects external to graphical programs.

92. (Previously Presented) The memory medium of claim 69,

wherein the first node is an invoke node specifically designed to invoke methods of software objects external to graphical programs.

93. (Previously Presented) The memory medium of claim 69,

wherein the first node is a property node specifically designed to get/set properties of software objects external to graphical programs.

94. (Previously Presented) The memory medium of claim 69,

wherein the graphical program is created using a first graphical program development environment;

wherein the first node is an object node specifically designed to access capabilities of software objects external to the first graphical program development environment.

95. (Previously Presented) The memory medium of claim 94,

wherein the memory medium stores the first graphical program development environment;

wherein the first graphical program development environment comprises program instructions executable to manage execution of the graphical program;

wherein said accessing the capabilities of the first object comprises executing at least a portion of the first object;

wherein said execution of the at least a portion of the first object is not managed by said program instructions in the first graphical program development environment.

96. (Previously Presented) The memory medium of claim 69,

wherein the memory medium stores program instructions executable to manage execution of the graphical program;

wherein said accessing the capabilities of the first object comprises executing at least a portion of the first object;

wherein said execution of the at least a portion of the first object is not managed by said program instructions.

97. (Previously Presented) The memory medium of claim 69,

wherein the memory medium stores program instructions executable to manage execution of the graphical program;

wherein said accessing the capabilities of the first object comprises executing at least a portion of the first object;

wherein said execution of the at least a portion of the first object is managed by a server.

98. (Previously Presented) The memory medium of claim 97,

wherein the program instructions are operable to execute in a first process;

wherein the server executes in the first process.

99. (Previously Presented) The memory medium of claim 97,

wherein the program instructions are operable to execute in a first process;

wherein the server executes in a second process.

100. (Previously Presented) The memory medium of claim 97,

wherein the server is an automation server.

101. (Previously Presented) The memory medium of claim 97,

wherein the server is separate from the program instructions executable to manage execution of the graphical program.

102. (Previously Presented) The memory medium of claim 69,

wherein the program instructions are further executable to implement:

receiving user input specifying the first object of a plurality of possible objects;

wherein said user input specifying the first object operates to at least partially configure the first node to access the capabilities of the first object during execution of the graphical program;

wherein prior to said configuring the first node is not associated with any object.

103. (Previously Presented) The memory medium of claim 69,

wherein the program instructions are further executable to implement:

receiving user input specifying the first object of a plurality of possible objects;

wherein said user input specifying the first object operates to at least partially configure the first node to access the capabilities of the first object during execution of the graphical program;

21

wherein prior to said configuring the first node is not associated with the first object.

104.   (Previously Presented)   The memory medium of claim 69,
wherein the memory medium is comprised in a first computer, wherein the first
        computer is coupled to a second computer through a network;
wherein the software object is stored on the second computer.

105. (Previously Presented) The memory medium of claim 69,
wherein the graphical program is operable to execute in a first process;
wherein execution of the graphical program is operable to cause execution of at least a portion of the first object;
wherein the at least a portion of the first object is operable to execute in a second process.

106. (Previously Presented) The memory medium of claim 69,
wherein the graphical program is operable to be compiled to produce first executable code;
wherein the software object is independent of the first executable code.

107.   (Previously Presented) The memory medium of claim 69,
wherein the first object comprises a first method;
wherein the first node is operable to invoke the first method of the first object.

108.   (Previously Presented) The memory medium of claim 69,
wherein the first object comprises a first property;
wherein the first node is operable to perform one or more of:
        get the first property;
        set the first property.

109. (Previously Presented) The memory medium of claim 69,

wherein the first node is an automation function node.

110. (Previously Presented) The memory medium of claim 69,

wherein the first object is operable to perform first functionality during execution of the graphical program;

wherein the first node does not visually depict the first functionality performed by the first object.

111. (Previously Presented) The memory medium of claim 69,

wherein the graphical program operates as a virtual instrument.

112. (Previously Presented) A memory medium comprising program instructions for creating a graphical program, wherein the program instructions operate in a computer including a display and a user input device, wherein the program instructions are executable to implement:

displaying on a display the graphical program, wherein the graphical program comprises a plurality of interconnected nodes which visually indicate functionality of the graphical program;

displaying on the display an object node in the graphical program in response to user input, wherein the object node is configurable by the user to access capabilities of an object selected by the user; and

configuring the object node with information specifying a first object of a plurality of possible objects in response to user input;

wherein the object node is operable to access the capabilities of the first object during execution of the graphical program;

wherein said configuring the object node comprises:

displaying a set of classes on the display; and

receiving first user input selecting a first class from the set of classes, wherein the first object is operable to be instantiated from the first class.

113. (Previously Presented) The memory medium of claim 112,

wherein the graphical program is created using a first graphical program development environment;

wherein the object node is configurable to access capabilities of software objects external to the first graphical program development environment.

114. (Previously Presented) The memory medium of claim 112,

wherein said configuring the object node comprises:

receiving first user input selecting the object node; and

receiving second user input providing the information specifying the first object after said first user input.

Claim 115 (Cancelled).

116. (Previously Presented) A memory medium comprising program instructions for creating a graphical program, wherein the program instructions operate in a computer including a display and a user input device, wherein the program instructions are executable to implement:

displaying on a display the graphical program, wherein the graphical program comprises a plurality of interconnected nodes which visually indicate functionality of the graphical program;

displaying on the display an object node in the graphical program in response to user input, wherein the object node is configurable by the user to access capabilities of an object selected by the user;

receiving user input specifying a first object of a plurality of possible objects in response to user input; and

receiving user input specifying a first method of the first object;

wherein said configuring the object node by the user comprises:

displaying a set of classes on the display; and

24

receiving first user input selecting a first class from the set of classes, wherein the first object is operable to be instantiated from the first class, wherein the first class includes the first method;

wherein the object node is operable to invoke the first method of the first object during execution of the graphical program.

117. (Previously Presented) A memory medium comprising program instructions for creating a graphical program, wherein the program instructions operate in a computer including a display and a user input device, wherein the program instructions are executable to implement:

displaying on a display the graphical program, wherein the graphical program comprises a plurality of interconnected nodes which visually indicate functionality of the graphical program;

displaying on the display an object node in the graphical program in response to user input, wherein the object node is configurable by the user to access capabilities of an object selected by the user;

receiving user input specifying a first object of a plurality of possible objects in response to user input;

receiving user input specifying a first property of the first object;

wherein said configuring the object node by the user comprises:

displaying a set of classes on the display; and

receiving first user input selecting a first class from the set of classes, wherein the first object is operable to be instantiated from the first class; wherein the first class includes the first property;

wherein the object node is operable to invoke the first property of the first object during execution of the graphical program.

118. (Previously Presented)   A memory medium comprising program instructions for creating a graphical program, wherein the program instructions operate in a computer including a display and a user input device, wherein the program instructions are executable to implement:

25

displaying on a display a graphical program, wherein the graphical program comprises a plurality of interconnected nodes which visually indicate functionality of the graphical program;

displaying on the display a first node in the graphical program in response to user input;

configuring the first node with information, wherein said configuring comprises:

receiving first user input selecting a first class from a set of classes, wherein the first object is operable to be instantiated from the first class, wherein the first class includes one or more methods;

receiving second user input selecting the first method from the one or more methods; and

wherein during execution of the graphical program the first node is operable to invoke the first method of the first object.

119. (Previously Presented)   A memory medium comprising program instructions for creating a graphical program, wherein the program instructions operate in a computer including a display and a user input device, wherein the program instructions are executable to implement:

displaying on a display a graphical program, wherein the graphical program comprises a plurality of interconnected nodes which visually indicate functionality of the graphical program;

displaying on the display a first node in the graphical program in response to user input;

configuring the first node with information regarding a first property of a first object, wherein said configuring comprises:

receiving first user input selecting a first class from a set of classes, wherein the first object is operable to be instantiated from the first class, wherein the first class includes one or more properties;

receiving second user input selecting the first property from the one or more properties; and

26

wherein during execution of the graphical program the first node is operable to invoke the first property of the first object.

120. (Previously Presented)   A memory medium comprising program instructions for creating a graphical program, wherein the program instructions operate in a computer including a display and a user input device, wherein the program instructions are executable to implement:

displaying on a display the graphical program in response to user input, wherein the graphical program comprises a plurality of interconnected nodes which visually indicate functionality of the graphical program, wherein the graphical program comprises a first node, wherein the first node is configurable by the user to access capabilities of a first object selected by the user;

wherein said configuring the object node by the user comprises:

displaying a set of classes on the display; and

receiving first user input selecting a first class from the set of classes, wherein the first object is operable to be instantiated from the first class; wherein the first class includes the first property;

wherein the first node is operable to access the capabilities of the first object during execution of the graphical program.

121. (Previously Presented) The memory medium of claim 120,

wherein the graphical program is created in a first graphical program development environment;

wherein the first object is not present in the first graphical program development environment.

122. (Previously Presented) The memory medium of claim 120,

wherein the first node is configurable by the user to access capabilities of a first object selected by the user from a plurality of possible objects.